

ABSTRACT OF THE DISCLOSURE

5 A method for recording pushed interactive data streams of a program. A pushed data stream is broadcast to a receiving station. The data stream includes one or more data objects. The data stream may also reference to live data objects which are intended for immediate consumption and become obsolete thereafter. The data stream may include a file table and object properties corresponding to the data objects. When the data stream is received by the receiving station, the individual data objects are extracted from the data stream. The data objects, accompanying object properties and the file table are then
10 stored on a storage device. Data objects which are external to the data stream or to the program (e.g., data objects from other carousels) are retrieved and are also stored. Live data objects are not stored, but references to these data objects are stored, so that when the program is replayed, current versions of the referenced live data objects can be used. A program not being recorded may contain data objects which are flagged to be cached
15 which are recorded automatically. Consequently, other programs may subsequently access them from the recording when they are played.